

CASSETTE INSTRUCTIONS

To load and start the cassette version of the game, put the tape in your recorder and follow the instructions below for your computer. The underlined text is what you type (remember to press RETURN or ENTER after each command you type).

AMSTRAD CPC464	Type <u>RUN</u> and start the tape. Press ENTER again when the title page has loaded.
ATARI 400/800	Open the front cover of your Atari. Remove all cartridges and press START while you close the cover. Start the tape and press RETURN.
ATARI XL	Press START and OPTION together while you switch on the Atari, then start the tape and press RETURN. If the game loads without starting, type <u>PRINT USR(29472)</u>
BBC 32k	Type <u>TAPE</u> then <u>CHAIN</u> and start the tape.
COMMODORE 64	Press SHIFT and RUN/STOP together, then start the tape. In general only 1 side will load.
ENTERPRISE 64	Press SHIFT and F7 together, then press F1 and start the tape.
MEMOTECH 500/512	Type <u>LOAD</u> and start the tape.
MSX 64k	Type <u>RUN "CAS:"</u> and start the tape.
SPECTRUM 48k	Type <u>LOAD</u> and start the tape.

While playing the cassette version of an adventure, you can save your position (the state of play) on tape. Start a blank tape on RECORD, type SAVE and press ENTER or RETURN. (If the tape doesn't move, press ENTER or RETURN again.) When the program asks you for your next command, stop the tape.

To return to a saved position, you must be playing the game. Type RESTORE and press ENTER or RETURN. If the game asks if you're sure, reply YES followed by ENTER or RETURN again. Rewind the cassette on which the position was saved and start it on PLAY. (If the tape doesn't move, press ENTER or RETURN again).

CASSETTE LOADING ADVICE

We test cassettes thoroughly and you shouldn't have any problem in loading this game. If you do have difficulties, though, the following may help:

1. Try the other side of the cassette.
2. Load another game from cassette, to check everything's connected.
3. Vary the volume and tone settings on the recorder if you can (fairly loud and fairly "high" should work best).
4. Clean and demagnetise the recorder (following the maker's instructions).
5. Can you try another recorder (or one of another type)?

OTHER GAMES

Red Moon is Level 9's third true graphical adventure, following Emerald Isle and Erik the Viking. It has pictures on most computers, even the BBC micro. Our other games are basically pure-text, sometimes with pictures on larger micros. The full range is (June 85):

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| 1) Colossal Adventure | "Middle Earth" Trilogy | 7) Lords of Time |
| 2) Adventure Quest | | 10) Erik the Viking (with Terry Jones/Mosaic Publishing) |
| 3) Dungeon Adventure | | 11) Emerald Isle |
| 4) Snowball | "Silicon Dream" Trilogy | 12) Red Moon |
| 5) Return to Eden | | To get a catalogue, send a large stamped, self-addressed envelope to Level 9 Computing. |
| 6) The Worm in Paradise | (designed by Pete Austin and now being coded). | |